# PARENT GUIDE

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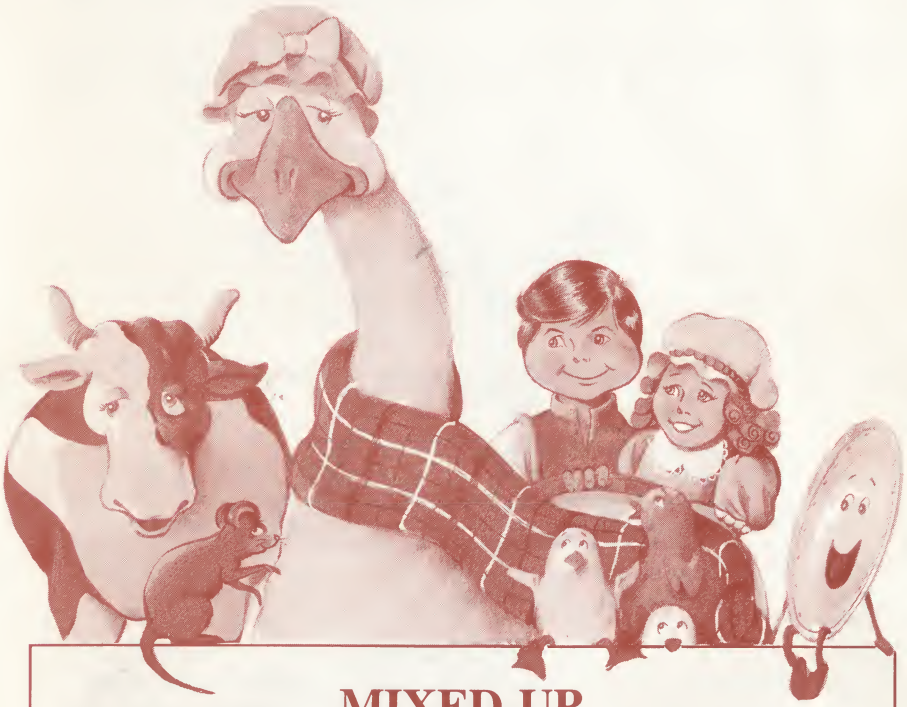

## MIXED-UP

# MOTHER GOOSE™

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## A PARENT'S GUIDE TO MIXED-UP MOTHER GOOSE

One night your child was sleeping when a wonderful dream came to him or her. A dream of flying gracefully through the sky on the downy back of a giant goose, on a voyage to the land of Mother Goose. A dream that your child has had many times before. Except something unfortunate happened this time. Perhaps it was that extra chocolate chip cookie, but something caused the dream to get mixed-up. Really mixed-up. Now, all of Mother Goose's rhymes are scrambled and pieces are scattered throughout the land. Children around the world will have to go to bed without their favorite rhymes if they are not completed. Can your child save the future of Mother Goose?

Explore Mother Goose Land with your child as he or she goes on a ''dream quest'' to rescue the Mother Goose rhymes.

## OVERVIEW

Mixed-up Mother Goose is an adventure game designed for children ages 4 and up. Over 44 delightful screens and many animated characters await your child as he or she becomes part of a fantasy come true. Eighteen of Mother Goose's most beloved rhymes are represented in beautiful 3-D graphics and animation.

## THE OBJECT OF THE GAME

Your child must help Mother Goose complete her mixed-up rhymes by locating the 20 missing characters and objects and bringing them back to their rightful owners. Your child will find all of the missing items by travelling throughout the fantasy world of Mother Goose.

**NOTE: IF THE GAME SHOWS UP ON A COLOR SYSTEM IN BLACK AND WHITE:**

Inside your computer you have a graphics card installed known as the Color Graphics Adapter. With an RGB monitor, you will be unable to produce 16 color graphics. (A *composite* color monitor will produce 16 color graphics with a CGA card.) The most your CGA/RGB configuration can produce is 4 color graphics. To toggle graphics modes enter CTRL-R at any point during play. An alternate graphics card, the Enhanced Graphics Adapter, is now available from many sources. This will upgrade your computer to 16 color capability. This EGA card is definitely recommended for Sierra games and you will find it also has advantages with other software.

**GETTING STARTED: FLOPPY DRIVE(S)**

Note: If you will be playing from floppy disks (not hard disk), before starting to play you should format one or more disks and make back-up copies of your program masters. Sierra's 3-D animated adventures support both 5 1/4'' and 3 1/2'' disk drives.

**FORMATTING A DISK**

1. Load MS-DOS.
2. At the prompt, with the DOS disk in drive a:, type ''format b:'' (even if you have one drive) and press ENTER (some systems may respond only to the command ''format''). When prompted, insert the disk you want to format into the drive indicated and press ENTER. Note: formatting will destroy any data that may be on the disk.

**LOADING INSTRUCTIONS (from floppy disk)**

1. Load MS-DOS. It is recommended that you enter the current date and time information.
2. At the prompt, insert your back-up program disk 1, label side up, into the drive. Close the door to the drive.
3. Type ''sierra'' and press ENTER.
4. To bypass the opening sequence, press any key.

**BACKING UP YOUR PROGRAM MASTERS**

1. Format a disk using MS-DOS (described above).
2. At the prompt, type ''copy a:*.*b:''.
3. If you have one drive, insert the source disk first, then enter the copy command. If you have two drives, insert the source disk in drive a and the formatted disk in drive b, then press Return.
4. Repeat procedure using other disks to copy all program masters.
5. If you are using a 5 1/4'' drive and a 3 1/2'' drive, you may copy the contents of two 5 1/4'' disks onto one 3 1/2'' disk.

## GETTING STARTED: HARD DISK INSTALLATION AND LOADING

1. Turn on the computer and allow DOS to boot.
2. Insert the original program disk 1 in a floppy drive. Change the DOS prompt to the letter of the floppy drive containing the original program disk 1 by typing the letter of the drive followed by ":" and ENTER.
3. From the floppy drive containing your original program disk 1, enter the command "installh c:" where your hard disk is designated as drive c:. If your hard disk has a letter designation other than c:, use it instead.
4. Follow the screen prompts to begin the hard disk installation. You will be prompted to insert subsequent game disks, one at a time, to complete the transfer.
5. You will receive booting instructions on-screen after the installation. Please note those instructions for later use.

## SELECTING YOUR GAME

After the game boots, the computer will prompt you to use the arrow keys to move the pointer to your child's name. If this is your child's first time playing Mixed-up Mother Goose, proceed now to the section titled "FOR BEGINNERS: A MIXED-UP MOTHER GOOSE WALK-THRU."

It is recommended (especially in classroom situations) that you type in the last names or last initials of your children with common names (John, Jim, Mike, etc.). For example, if your class has three Mikes, you might type in the last initial of each name to save confusion when each is trying to find his or her character. In fact, if you have a child who is saving several "games in progress," you might have him or her use a full name or nickname to differentiate between each character.

## MOVING YOUR CHARACTER AROUND

Children can move their character by using a joystick or by using the numeric keys on the computer keyboard. During the game you may change control modes by stopping the main character and resuming either joystick or keyboard control. If you've never used the joystick before in the game, press the ESC key, which will allow you to access the pull-down menus. Using the arrow keys, select the Game menu and highlight "Joystick." You will be prompted to center your joystick (by putting the joystick in its center position), and then press Enter.

Your child will be able to move his or her character using the keyboard or joystick as follows:

### KEYBOARD

Included with Mixed-up Mother Goose is a set of stickers that you can place on the corresponding numeric keys of the keyboard (see illustration on page 13). Your children can move in one of eight directions using the keys. A child can move his or her character by pressing one of the keys and holding down that button. If your child wants his or her character to stop moving, he or she just lifts his or her finger off the key. Assist your child in moving the character around the screen using the keys until he or she becomes familiar with each direction. Have your child practice maneuvering his or her character until you think he or she can do it without supervision.

### JOYSTICK (recommended for children 5 and under)

Children can move in eight different directions using the joystick. A child can move his or her character by pushing the joystick in one of the eight directions. If your child wants his or her character to stop moving, he or she can return the joystick to its centered position. Assist your child in moving the character around the screen using the joystick until he or she becomes familiar with each direction. Have your child practice maneuvering his or her character until you think he or she can do it without supervision.

## CHANGING SCREENS

As your child moves his or her character off the screen, the disk drive activates for a few seconds, then the character resumes walking in the same direction on the next screen.

## ENTERING PLACES

There will be times in the game when your child will want to enter places, such as Old King Cole's Castle or Jack Sprat's House. To enter a place, your child just needs to approach the front door, and it will automatically open. The disk drive will momentarily turn on, and then a new screen with your child's character inside the building will appear.

## GETTING/TRADING OBJECTS

When your child approaches an object that can be used to complete one of the rhymes, the object will automatically become part of his or her inventory, and will also appear in a special box in the upper right-hand corner. The object will remain in his or her inventory until another object or character is picked up, or until the object has been delivered to its proper owner.

Your child's character can hold only one item at a time, or can have one character following him or her. When your child comes to a place where a new item is, he or she must decide which item or character he or she wants to keep. If the child picks up the new object or character, the object or character he or she formerly possessed will remain in that location*. If the child chooses to keep the item he or she is currently carrying, you should help him or her avoid other objects or characters by walking around them (giving them some distance). However, if your child does inadvertently pick up an object which he or she doesn't want, he or she can trade it back for the previous item by moving away from the object on the ground, then approaching it again.

HINT: In most buildings there is a table which has one of the missing objects on it.

*Caution: Characters discarded inside a building (King Cole's castle, Jack Sprat's house, etc.) will not remain inside the building, but will walk away to a random location.

## TALKING TO MOTHER GOOSE CHARACTERS

When a child approaches one of the Mother Goose characters, the character automatically converses with him or her. If the character is missing something, that character will tell the child what it is that is missing. If the character happens to be the missing piece to a rhyme, he/she will tell your child where he or she needs to go.

## NO READING IS NECESSARY

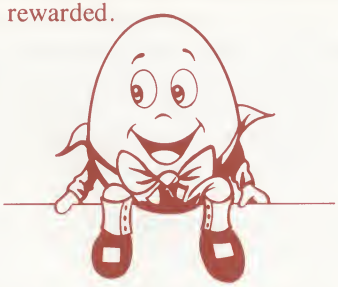
A Mother Goose character talks to your child, in both words and pictures, so children of all ages will understand. For example: If the Old Woman Who Lived in a Shoe needs some broth, she tells you first in words, and then by a picture of a bowl of broth. Your children will find it easy to locate objects with the visual aids that the game provides.

Note to Parents and Teachers: You should take the time to ensure that your children are familiar with and can distinguish one object from another.

## COMPLETING A RHYME

When your child brings back the missing item to the correct character, the rhyme comes to life. The on-screen character(s) performs the rhyme, while the words to the rhyme are printed out on the screen. A melody accompanies each rhyme. After the rhyme has been performed, the written rhyme will remain on-screen so that you can read it to your child or your child (if old enough) can read it again. When he or she is ready to continue with the adventure, have him or her move his or her character. The text will disappear and the child's on-screen character will start moving again.

Note: The Old King Cole rhyme is missing three different items. Your child must bring back each item Old King Cole requests *in the correct order*. After your child has brought the king the third requested item, the rhyme will come to life and a point will be rewarded.



## USING THE MAP

Mixed-up Mother Goose has many locations to which your child can travel. To keep children from getting lost in the land of Mother Goose, Sierra has provided a colorful map of the kingdom which you can use along with the game to go from place to place. Show your child where he or she is currently located, and then have him or her move to the next screen to the right on the computer. After he or she has successfully made his or her character walk to the next place on the computer, return to the map and have him or her find his or her place. Continue this procedure until your children can go back and forth between the computer and map, successfully finding their location.

## USING THE PULL-DOWN MENUS

By pressing the ESC key on the keyboard, you can select a number of options that will help your child play the game. There are four categories: Info, Game, Special and Speed. Each category has a number of options listed below it. To select a category, highlight the category you wish by moving the cursor to that category. Use the numeric keypad or the joystick to move the cursor. Once the category is highlighted, select an option by moving the cursor over the given option, and pressing Enter (or the joystick button). After you have selected an option, you will follow the on-screen prompts, or the computer will perform the action and return your child to the game. If you change your mind, and decide you do not want to perform the action, simply press the ESC key to return to the game.

## SPECIAL FUNCTIONS

### INFO

Help: The help menu gives the special function keys to take short cuts when saving a game, restoring a game, etc.

About MG: Gives you the name of the program's designer.

### GAME

Put away my game:

1. This option allows you to save the game.
   Floppy disk users: You must use a copy of the boot disk to save the game. Follow the on-screen prompt to place your boot disk in the disk drive. Press ENTER. The computer will register the save and will return your child to the game where he or she stopped. Change disk to PLAY disk.
   Hard disk users: You need only to press ENTER when prompted to save your game.

2. Press any key (besides ENTER) if you choose not to save the game.

Begin where I left off

1. Floppy disk users: This option allows you to restore a previous game. Follow the on-screen prompt to put your boot disk in the disk drive. Press ENTER. The computer will restore the game and your child will begin where he or she left off the previous time.

   Hard disk users:
2. Press ENTER to restore or any other key to exit.

Begin a brand new game

1. This option allows you to start the game over from the very beginning (and it erases your current progress). To restart, follow the on-screen prompt by typing "yes." Typing in any other command will be interpreted as "no," and you will return to the game where you left off.
   Note: If you do restart a game and *do not* save it, when you restore a game your child will begin in the previously saved game location.
2. Press ESC if you choose not to restart.

Quit the game

1. This option allows you to quit the game. Follow the on-screen prompt and press ENTER to quit.
2. Press ESC if you choose not to quit.

**SPECIAL**

Sound on/off

1. This option toggles the sound on or off.

Joystick

1. This option toggles the joystick control on or off. When joystick control is on, you may use either joystick or keyboard.

**SPEED**

1. This option allows you to select the speed at which you wish the animated characters to move. Speeds vary from fast to slow. Select the speed you wish by highlighting that speed and pressing ENTER.
   Note: Normal speed is best for young children and beginners. Older children (especially impatient ones) may benefit more from the faster levels. Also, on an AT-type computer, fastest will be too fast.

**SCORING**

Your child is rewarded one point for each rhyme that he or she completes. There are 18 rhymes in Mixed-up Mother Goose, so a total score of 18 is possible.

**WHEN ALL THE RHYMES ARE FIXED**

When a child completes the last rhyme (score is 18), the game is over, and he or she is rewarded for making Mother Goose Land complete again.

## AFTER THE GAME IS OVER

After the game comes to a conclusion, the only options will be either to start a new game or to quit. If he or she chooses to start a new game, the game will begin with his or her arrival in front of Mother Goose's house (0 points). If he or she chooses to quit, the computer will return to DOS, and your child's next game will begin in his or her last "saved game" position.

Note: You will not be able to save a game after the final sequence (18 points). We recommend that you start a new game, then save the game by Mother Goose's house.

## IT'S CHILD'S PLAY

Once they become familiar with Mixed-up Mother Goose, children can take over, as only a few keys become necessary to play. With the simple use of the numeric keys, your child can move the on-screen character around. The rest is done by the characters in the story. However, you might want to continue helping your children when they need to start, save, or restore a game, as more keys are required to perform these functions.

## GLOSSARY

| Rhyme | Character (object) | Missing |
|---|---|---|
| Banbury Cross | Banbury Cross | Cockhorse (stick horse) |
| The Cat and the Fiddle | Cat | Fiddle |
| The Crooked Sixpence | Crooked Man | Crooked Sixpence |
| Humpty Dumpty | Humpty Dumpty | Ladder |
| Jack and Jill | Jack and Jill | Pail |
| Jack Be Nimble | Jack Be Nimble | Candlestick |
| Jack Sprat | Jack Sprat | Steak |
| Little Bo Peep | Little Bo Peep | Sheep |
| Little Jack Horner | Little Jack Horner | Christmas Pie |
| Mary had a Little Lamb | Mary | Lamb |
| Mary, Mary | Mary Quite Contrary | Watering Can |
| Miss Muffet | Tuffet | Little Miss Muffet |
| The Mouse and the Clock | Clock | Mouse |
| My Little Dog Gone | Boy | Dog |
| Old King Cole | Old King Cole | Pipe, Bowl, and Fiddlers Three |
| The Pumpkin Eater | Peter | Wife |
| There was an Old Woman | Old Woman | Broth |
| Tommy Tucker | Tommy Tucker | Bread and Knife |

## FOR BEGINNERS:
## A MIXED-UP MOTHER GOOSE WALK-THRU

### TITLE SCREEN

The first screen you will see upon booting the game is the title screen with the Mother Goose banner and credits. To bypass the title screen, press any key.

### PLAYING FOR THE FIRST TIME

When the screen changes, the computer will prompt you to use the arrow keys to move the pointer to your name. Since this is your first time playing Mixed-up Mother Goose, your only choice will be to "Start New Character" press Enter (or joystick button) to select this option.

### ENTER CHILD'S NAME AND CHOOSE A CHARACTER

The computer will now prompt your child to enter his or her name. Help your child out by showing him or her how to type in his or her name (or type it for him or her). After you type in your child's name (up to 10 characters long), press Enter. The computer will now prompt you to choose a character that looks like your child. Show your child how to use the arrow keys or a joystick to make the box move from character to character. When you come to the desired character, press Enter to choose that character.

### THE DREAM SEQUENCE

After your child selects his or her character, the story begins. It is nighttime, and your child is in bed ready to go to sleep. After Mom (or Dad) says goodnight, and shuts off the light, your child's eyes become sleepy, and soon he or she is fast asleep...

Soon, a dream begins, and your child floats away on the downy back of a flying goose, sailing among billowy clouds on a wonderful voyage to a place where dreams come to life, the land of Mother Goose.

After a few moments, the computer will prompt you to put your save game disk in the disk drive. Follow the on-screen instructions, and press Enter to continue. Press ESC if you do not wish to use the game saving option.

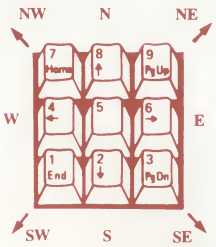
The dream sequence will end with your child arriving on a path in front of Mother Goose's house. Mother Goose will greet your child and tell him or her of the mix-up in Mother Goose Land. After she requests your child's help, she will return inside her house. Now the future of Mother Goose Land rests in the hands of your child!

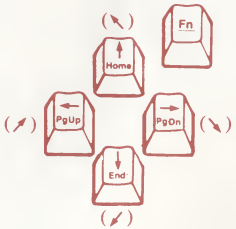
## Moving Your Character

To move your character around, you will use either a joystick or the arrow keys on your keyboard. They work as follows:

Joystick (recommended for children 5 and under): Plug a joystick into your computer. The character will move in the direction that you push the joystick. You can stop the character by centering the joystick (moving it to its center position). Have your child practice moving his or her character in each direction until he or she feels comfortable with it. Point out specific locations on the screen and see if your child can get to those locations using the joystick. Once your child is able to get to specific locations, you are ready to continue.

Keyboard: Included with your game is a set of stickers that you can attach to the corresponding numeric keys on your computer keyboard. The on-screen character will move in one of eight directions (see diagram). To move your character, press the key that corresponds to the direction you wish the character to go. For example: If you push the up arrow, the character will go up the screen. Have your child practice moving his or her character around while pushing the arrow keys. To stop the character, the child must let go of the key. Now, if he or she presses that key again, the character begins walking in that direction again. Have your child practice starting and stopping his or her character. Point out specific locations on screen and help your child get the character to those locations by using the arrow keys. Continue practicing until your child feels comfortable going from location to location.




## Walking Around Objects

Practice moving around objects. See the tree on the screen? Have your child walk around the tree to the right and come back on the left side. When your child is comfortable moving around, you are ready to move on.

**Entering Places**
To enter a place, such as a castle or a house, your child needs to locate the door to that place. Have your child move his or her character up to Mother Goose's door. As the child gets close to the door, the door will automatically open, and your child will enter that house.

**WHEN THE COMPUTER STARTS WORKING...STOP!**
Whenever the computer changes screens, a few moments are required for the disk drive on the computer to load the new scenery. Instruct your child not to touch the numeric keys while the disk drive is working. Touching a button while the disk drive is on will often result in the on-screen character bouncing back and forth between screens without making any progress.

Practice going in and out of Mother Goose's house. Wait for the screen change with your child until he or she understands that he or she should wait for the new screen to appear before trying to move again. When your child feels comfortable with the changing screens, you are ready to move on.

**Travelling To and Fro...**
After leaving Mother Goose's house, your child is ready to venture out into Mother Goose Land. Have your child move his or her character to the left side of the screen next to the door. When the character gets to the left edge of the screen, the disk drive will turn on, signalling that it is preparing a new screen. Your child must stop pressing the keys and wait for the screen to change before moving on.

When the screen changes, you are in a wonderful new place! This is the garden of Mary Quite Contrary. Watch as Mary works in her garden. Have your child walk up to Mary by moving his or her character towards her.

**The Characters Talk (in Words and Pictures)**
When your child approaches Mary, she tells your child "Kindly fetch me my watering can." Moments later, a thought balloon appears with a picture of the watering can. If your child can't read, these pictures will be your child's guide to locating the missing object.

Note: Help your child to read the messages on the screen. If he or she is too young to read, help your child to identify the pictures. You might ask the child if he or she knows what the object shown is. If the child can't recognize what the object is, help them out.

After your child knows what object is missing, it's up to him or her to find it and bring it back to Mary.

## THE ADVENTURE BEGINS...

Without Mary Quite Contrary's watering can, the rhyme is not complete. Your child must find the watering can so that the rhyme can be whole again.

The missing objects in Mixed-up Mother Goose are placed in random order, so that children can play over and over again. However, the missing object (the watering can) to Mary Quite Contrary is always located in the same place so beginning adventurers (like yourself) can get the hang of things.

### Using Your Map

Now is a good time to take out the colorful map of Mother Goose Land that came with your game. This map shows you the entire layout of Mother Goose Land, with the location of each of the 18 rhymes. If you open the pop-out windows, you will see the rhymes as they will look when they are complete. Find your current location (Mary Quite Contrary's garden) on the map. Help your child to find the garden. Show your child where he or she is located in relation to Mother Goose's house. Teach your child how to follow the map, and how to find his or her place if he or she gets lost or doesn't know where to go. The pop-out window pictures will also be quite useful, as they show both objects in the rhyme that need to go together for the rhyme to be complete. After your child has found his or her place on the map, you can show him or her how to get back to Mother Goose's house by going to the right. After your child becomes familiar with the way the map works, you are ready to move on.

### Moving On...

Help your child as he or she takes his or her character back to the location of Mother Goose's house. Let your child continue moving the character to the right until he or she is at the right edge of the screen. After the computer changes screens, your child is once again in a new place. This is the meadow where Jack Be Nimble lives. Your child will be able to help Jack find his candlestick later on, but for now, he or she should concentrate on finding Mary's watering can. Help your child continue walking until he or she comes to the right edge of this screen. After the screen changes, your child will see his or her character in a green meadow. There they will find something familiar sitting on the ground. It's Mary Quite Contrary's watering can!

### Picking Up Objects

Have your child approach the watering can which is sitting on the ground. As your child gets close to the watering can, he or she automatically picks it up! If you look in the box (called the inventory window) in the upper right-hand corner, you will see a close-up of the object he or she is carrying. Make sure that your child understands that the object in the inventory window is the object he or she is carrying. The object will stay in your child's inventory until he or she gives it to its rightful owner or until he or she picks up another object. Note: Your child can only carry one object at a time.

Now that your child has picked up the watering can, it's time to take it back to Mary. Have your child walk back to Mary Quite Contrary the way that he or she came, by going left. Take time to see if your child can find his or her way back to Mary's garden on the map without your help. If he or she has trouble, use visual clues (like Jack Be Nimble) to help him or her out. With a little practice, children can remember their way around the various locations in Mother Goose Land.

**Back at Mary's Garden**

Once your child returns to Mary Quite Contrary, you will once again see her working in her garden. Have your child approach Mary to give her the watering can. As your child gets close, Mary takes the watering can. See how the watering can disappears from the box? Now the rhyme is complete! To show your child their gratitude, the character(s) act out the rhyme. Words and a musical tune accompany the animation. If your child can't read, recite the words of the rhyme for him or her as he or she watches the delightful 3-D characters act out the rhyme.

CONGRATULATIONS! Your child has just completed his or her first rhyme! When the rhyme has been performed, your child can continue with the game by moving his or her character in the direction he or she wants to go.

**Scoring**

Your child's score is displayed at the top of the screen. There are 18 points in the game, with one point being awarded for each rhyme finished. Your child's score should now read 1 of 18 (for fixing Mary Quite Contrary). Your child will be awarded with a special surprise when he or she finishes all 18 rhymes.

Now that your child has successfully fixed a rhyme, he or she should be ready to tackle the other rhymes that await. Help him or her to search for Jack Be Nimble's candlestick, or one of the other missing characters or objects that are scattered throughout the land. Your child will soon be fixing rhymes on his or her own, making new discoveries that are possible only through the magic of Mother Goose.

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